ILS-Z 399 (30915)
Computer-Mediated Communication

COMMUNICATION, SOCIAL MEDIA & SOCIAL LIFE

Elli Bourlai, PhD Student, Information Science, ILS, SoIC

LI030 (Wells Library)         Monday: 5:45 – 8:30 p.m.

Computer-mediated communication (CMC) is the human-to-human interaction via computer networks and mobile digital media.

This course covers practical and theoretical issues associated with social media and (CMC) technologies, including email, web forums, chat rooms, instant messaging, text messaging, mobile apps, blogs, microblogs, wikis, social network sites, media sharing sites, virtual worlds, and multiplayer games.

It focuses on the effects of social media and CMC on identity, interpersonal relationships, group behavior, and the social structures that emerge when people use social media and CMC.

Meets with ILS-Z 543 (29880)
ILS- Z 399 (30911)  
**Gender & Computerization**

Elli Bourlai, PhD Student, Information Science, ILS, SoIC

LI030 (Wells Library)  Wednesday: 5:45 – 8:30 p.m.

How has *gender and technology* been understood?

How has gender shaped practice and technological developments over time?

Women are active users of information technology.

Yet mathematics and engineering have been and continue to be male-centric environments.

Despite their active use of digital environments, fewer women are entering IT careers.

This class examines the “leaky pipeline” – the disparity between the number of males and females in IT.

Meets with ILS-Z 544 (13353)
ILS- Z 399 (30922)  
DATA SEMANTICS  

Dr. Ying Ding, Associate Professor ILS, SoIC  
L1002 (Wells Library)  
Tuesday: 12:45 – 3:30 p.m.  

Learn how to develop a critical appreciation of semantic technologies as they are currently being developed:

- sketch the overall architecture of the Semantic Web  
- identify the component technologies of the Semantic Web and explain their roles  
- illustrate the design principles of the Semantic Web by applying the technologies  
- understand certain limitations of the Semantic Web technologies: what kinds of services it can and cannot deliver  

Prerequisites: Basic knowledge of HTML and XML is required; basic knowledge of Java is helpful.
ILS- Z 399 (15874)

Spy Tech for Non-Technical Spies

Dr. Carol Choksy, Lecturer ILS, SoIC

LI001 (Wells Library) Monday & Wednesday: 2:30 – 3:45 p.m.

After World War II the Soviet Union went dark. They changed all their encryptions, closed their borders, and made gathering information nearly impossible. Once they tested a nuclear weapon, it became imperative for the U.S. and its European allies to see into Soviet territory to count missiles, tanks, and industrial power. The U.S. put a very large portion of its industrial power and will into figuring out how to collect actionable information: intelligence. Very different from HUMINT, human intelligence, this information is collected by sensors and interpreted by computers to give us a full spectrum of senses for analysis, recommendations, and decisions. Satellites and drones are only two examples of the platforms developed specifically for gathering technical information.

Meets with ILS-Z 604 (16093)
**ILS- Z 399 (15873)**
**Intelligence Analytics**
Dr. Carol Choksy, Lecturer ILS, SoIC

SB015 (Student Building)  Monday & Wednesday: 1:00 – 2:15 p.m.

**September 11, 2001** was not a strategic surprise because the U.S. intelligence community did not have enough information to perform an analysis.

Nor was it a surprise because flying a plane into a large building was unthinkable. Poor analysis was the root cause.

Information silos, disciplinary silos, lack of needed organization change, inability to recognize the adversary’s capabilities, and decision-maker short-sightedness fed the calamity.

**Meets with ILS-Z 604 (16092)**
ILS- Z 399 (32676)

FROM JAMES BOND TO ZOMBIE APOCALYPSE AND NSALeaks: EVALUATING INFORMATION AND INTELLIGENCE

Dr. Carol Choksy, Lecturer ILS, SoIC

Lecture (32676) LI033 (Wells Library)  Tuesday: 1:00 – 2:15 p.m.

Lab (32677) LI002 (Wells Library)  Wednesday: 11:00 a.m. – 12:15 p.m.

Lab (32680) LI002 (Wells Library)  Thursday: 09:30 a.m. – 10:45 a.m.

Lab (32679) LI002 (Wells Library)  Thursday: 11:00 a.m. – 12:15 p.m.

How would you know if the zombie apocalypse was really here? Did you believe that mermaids were real after you saw “Mermaids: The Body Found” on Animal Planet? Is James Bond a spy or a covert operations agent? How would you keep the government from snooping on you? Ever wonder how to imbed a listening device into a cat? How do you crash a web site? Who is Anonymous? What is the “Information Age”? How would you use social media to analyze a war or your friends’ behavior?
ILS-Z 399 (15824)
Evaluation of Information Systems

INFORMATION ANALYTICS

Dr. Staša Milojević, Associate Professor ILS, SoIC

LI002 (Wells Library)        Monday: 1:00 – 3:45 p.m.

We live in an information-rich world. The information is often presented as numbers, graphs and charts. To help you with these tasks this course provides an introduction to collecting, analyzing, displaying and understanding data. The topics covered include the basics of sampling, statistics, probability, and reading and creating charts, graphs, and tables.

Meets with ILS-Z 519 (15494)
ILS- Z 399 (15832)

The Book 1450 to the Present

Erika Dowell, Associate Director, The Lilly Library

LL105 (Lilly Library)  Wednesday: 9:30 a.m. – 12:15 p.m.

A survey of the book from 1450 to the present, with emphasis on the development of the book in the West. Focuses on the physical aspects of the book from the mid-fifteenth through the twentieth centuries, and on some of the many roles of the book in society during this period; also increases awareness of current scholarly trends in the history of the book.

Prerequisites: Authorization required.

Meets with ILS-Z 681 (7270)
ILS- Z 399 (32070)
Introduction to Game Programming
Chabane Maida, Game Lab Manager, Media School
AC C102 (Cedar Hall)  Monday & Wednesday: 4:00 – 5:15 p.m.

Tell a story . . . through a computer game!

- Develop several computer games.
- Learn the basics of computational thinking and learn about game engines.
- Program your own game based on a collaboratively developed class design.

An enjoyable way to learn new programming skills

No-prerequisites – we’ll teach you what you need to know.

Women are particularly encouraged to enroll.

For more information:
http://homes.soic.indiana.edu/classes/fall2015/ils/z399-cmaidi/
ILS- Z 399 (29888)

Communication in Electronic Environments

A CRITICAL EXAMINATION OF ONLINE TROLLING

Madelyn Sanfilippo PhD Student, Information Science, ILS, SoIC

LI001 (Wells Library)  Tuesday: 1:00 – 3:45 p.m.

Students will debate how to conceptualize trolling and classify instances of trolling, as well as examine theories about

- why people engage in online deviant behaviors,
- how people interpret and respond to these behaviors, and
- how to effectively manage these behaviors.

Meets with ILS-Z 518 (29888)
ILS- Z 399 (31292)

Information visualization

Ashish Shendure, Masters Student, Information Science
Dr. Katy Börner, Victor H. Yngve Professor of Information Science

L1001 (Wells Library) Thursday: 1:00 – 3:45 p.m.

This course provides an overview about the state-of-the-art in information visualization. It teaches the process of producing effective temporal, geospatial, topical and network visualizations. It uses materials from the http://ivmooc.cns.iu.edu and tools such as Tableau, Gephi, and Plot.ly. Students will have the opportunity to collaborate on real-world projects for a variety of clients.